

MEMORY-4

Place the 16 cards on the table, **face down**, forming a **square**. Next, every player in his turn, turns up two cards. **If they make a pair** (according to the rules in each play, as we will explain later), **he keeps them**. If they don't, he puts them on the table again, in the same position as they were (face down).

In the cards there are fractions or operations with fractions, and in that case, the player must find out the result of those operations. **He will make a pair when the values represented in both cards are the same.**

The game **is over when all the cards have been matched up. The winner is the player with more pairs.**

YOU WILL NEED (EACH TEAM):

A set of 16 cards, 4 of each of the fractions ($1/2$, $1/3$, $3/4$ and 1), represented in different ways (result and 3 operations).